

dispensing a tangible sweepstakes entry from the gaming machine in response to predetermined criteria;
submitting the sweepstakes entry to enter the sweepstakes without involving the gaming machine; and
conducting the sweepstakes after the sweepstakes entry is dispensed from the gaming machine.

14. (Once Amended) A method of conducting a sweepstakes, comprising:
receiving a wager to initiate play of a game on a gaming machine;
randomly selecting an outcome for the game from a plurality of possible outcomes;
representing the selected game outcome on a visual display; [and]
dispensing a tangible sweepstakes entry from the gaming machine in response to predetermined criteria;
submitting the sweepstakes entry to enter the sweepstakes without involving the gaming machine; and
conducting the sweepstakes after the sweepstakes entry is dispensed from the gaming machine.
18. (Twice Amended) A gaming machine, comprising:
means for conducting a game including random selection of a game outcome; [and]
a dispenser for dispensing a tangible sweepstakes entry in response to predetermined criteria; and
means for submitting the sweepstakes entry to enter a sweepstakes without involving the gaming machine, the sweepstakes being conducted after the sweepstakes entry is dispensed from the gaming machine.

REMARKS

Claims 1-26 are pending in the application. Claims 1, 14, and 18 have been amended to further highlight distinguishing features of the applicant's invention.